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FACTOR

SONY



COMPUTER
ENTERTAINMENT[®]

PRECAUTIONS

- This disc contains software for the PLAYSTATION®3 system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PLAYSTATION®3 specifications for the PAL market only. It cannot be used on other specification versions of PLAYSTATION®3.
- Read the PLAYSTATION®3 system Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PLAYSTATION®3 system always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

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PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:-



The third is an icon indicating the game can be played online. This icon may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-



For further information visit
<http://www.pegi.info>

See back page of this manual for Customer Service Numbers.

SYSTEM SOFTWARE UPDATES



For details about how to perform System Software updates for the PLAYSTATION®3 system, visit eu.playstation.com/ps3 or refer to the PS3™ system's Quick Reference document.

PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PLAYSTATION®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system Instruction Manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

GRIEF REPORTING

If you experience any unacceptable, inappropriate or unlawful behaviour while playing online, please contact us at <http://ps3reporting.com>

BCES-00004

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THE VOLCANOES AWAKE

No one knows how long the Ancients had lived before the Divide. History teaches us that the people lived in harmony, bound by a single faith.

But then the volcanoes awoke, scarring the land with their molten rivers and choking the air with acrid dust. Devastating though their advent was, the volcanoes unleashed yet a greater evil upon the people – fear. With science unable to explain such disastrous changes, rival schools of orthodoxy took hold and society split in two. Many began to fear that God had sent the volcanoes as a punishment.

One group, the Mokai, forged their civilization in the fire and ice of the north – while another, the Asylians, made their home in the protective mountains of the south. Here, safely removed from the advance of smoke and lava, the Asylians became a beacon of culture and learning, casting light upon a world shrouded in shadow.

The Mokai grew consumed with envy, forcing Asylia to rely on the courage of her Sky Guard to protect her walls from incursion. For in this world consumed by strife, there was one belief shared by all – that whoever controlled the skies had dominion over the land.

SETTING UP

Set up the PLAYSTATION®3 system according to the instructions in its Quick Reference manual. At start-up, the I/O indicator light will glow red to indicate that the PLAYSTATION®3 system is in Standby Mode. Press the I/O/RESET button and the I/O indicator light will turn green.

Insert the **Lair™** disc into the disc slot with the label side facing upwards. Select the **L** icon from the Home Menu. A thumbnail image of the software will be displayed. Press the **X** button to commence loading. Do not insert or remove accessories once the power is turned on. Please refer to the PLAYSTATION®3 system's Quick Reference manual for further details about setting up and recharging a SIXAXIS™ Wireless Controller. Make sure there is enough free space on the Hard Disk Drive (HDD) before commencing play.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

USING MENU SCREENS

Press **↑** or **↓** to highlight an option and press the **X** button to confirm. Press **←** or **→** to adjust an option or press the **○** button to return to the previous menu screen.

DIRECTIONAL BUTTONS - MOVEMENT

In this manual, **↑**, **↓**, **←**, **→** etc. are used to denote the direction of the directional buttons only, unless stated otherwise.

DEFAULT CONTROLS

ON FOOT

left stick
right stick
↑ (hold) + right stick
X button
△ button
SELECT button

Move
Rotate camera
First-person perspective
Mount dragon
Pause/view objectives
Toggle camera perspective

ON DRAGON

AIRBORNE

left stick ↑ / ↓

left stick/right stick ← / →

right stick ↓



ⓧ button (tap repeatedly)

Ⓢ button

Ⓢ button + Ⓜ button

Ⓜ button

Ⓜ button (hold)

L1 button (hold)

L2 button / R2 button

L2 button + R2 button

R3 button (hold)

Ⓢ button

Ⓢ button

Pan/tilt camera

Rotate camera

Look back

Rage Mode

Rage Vision

Accelerate

Strike Attack

Initiate fight*

Fireball

Flame stream

Lock onto target

Slow down

Land/takeoff

View objectives

Pause/view objectives

Toggle field of view

* For more information on fighting and Fight Combo Attacks, please see the "Fighting" section outlined later in this manual.

ON GROUND

left stick

right stick ← / →

right stick ↑ (hold)

ⓧ button (tap repeatedly)

Ⓢ button

Ⓜ button

Ⓜ button (hold)

Ⓜ button

L2 button + R2 button

Ⓢ button

Ⓢ button

Move dragon

Rotate camera

First-person perspective

Run

Swipe

Fireball

Flame stream

Feed

Land/takeoff

Pause/view objectives

Toggle field of view

MOTION SENSITIVE CONTROLS

ON DRAGON

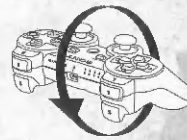
IN AIR

Tilt up



Ascend

Tilt down



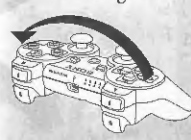
Descend

Tilt left



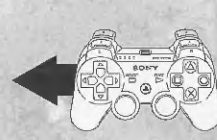
Bank left

Tilt right



Bank right

Move left



Strike Attack left

Move right



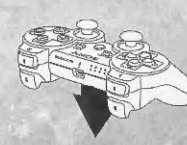
Strike Attack right

Move up



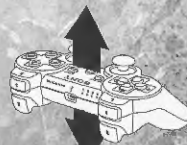
180° manoeuvre

Move down



Dash manoeuvre

Move up and down
(rapidly)



Rip & Tear Attack
(when attached to
enemy)

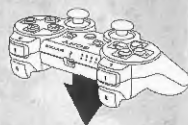
ON GROUND

Move left/right



Swipe

Move down



Stomp

THE GAMESCREEN

Morale Meter

Rage Meter

Carnage
Count



Mission Objective
Indicator

Health Meter

Enemy Health
Meter

MAIN MENU

Choose either Start, Options, Extras or Lair Network.



START

SELECT GAME SCREEN

Select an empty save slot to start a new **Lair™** adventure from the very beginning or select a previously saved game and return to the action. Press **←** or **→** to select the game of your choice and press the **X** button to confirm. Alternatively, press **↓** to highlight "Delete Slot" and press the **X** button to delete a saved game.

MISSION SELECT SCREEN

Once a game slot has been selected, the Mission Select Screen will be displayed, offering a dragon's-eye view of a life-size map. Press **←** or **→** to select a new or previous mission and press the **X** button to confirm. Each consecutive mission is locked until the previous mission has been completed.

Tip: tilt the **SIXAXIS™** Wireless Controller left or right to fly around the map.

OPTIONS

Select and adjust various in-game options, including Music volume, Camera Rotation, Subtitles and Screen Brightness.

EXTRAS

Access exclusive content that will unlock as the story of **Lair™** unfolds – including a special "Making Of" video, Concept Galleries and Concert Hall.

LAIR™ ONLINE

Check out the global online leaderboards to see how you rank against other players.

NOTE: to view global high scores, the **PLAYSTATION®3** system must have a Broadband Internet connection and you must be signed in to **PLAYSTATION®Network**.

PAUSE MENU

Press **←** or **→** to view current mission objectives or a reminder of special Fight Combo Attacks*. Press **↑** or **↓** to select either Continue, Options or Abort Mission and press the **X** button to confirm.

* For more information about Fight Combo Attacks, please refer to the "Fighting" section outlined later in this manual.

PLAYING THE GAME

COMBAT BASICS

Asyia's dragon-riding Sky Guards are sworn to protect their people at all costs. These fearless warriors are no strangers to conflict – but never has the battle been so fierce, nor the stakes so high. The following tactical basics, if grasped, may ultimately mean the difference between life and death. Take a few minutes to practise and acclimatise before heading out into the deadly skies of **Lair™**.

USING THE SIXAXIS™ WIRELESS CONTROLLER

Lair™ makes almost exclusive use of the Wireless Controller's tilt functionality. Whilst in the air, tilt and move the Wireless Controller in different directions to ascend, descend, bank and attack. It's a good idea to spend some time on training missions in the Darkland Proving Grounds before jumping head-first into danger. The Darkland Proving Grounds can be returned to for further exercises once the first mission has been completed.

LOCK-ON CONTROL

Press and hold the **L1** button or the **R1** button to target and lock-on to an enemy. If a foe is within range, a white circle will surround it. Once locked-on, the white circle will turn to red and the enemy will remain visible as long as the lock-on is maintained. Lock-on to enemies to shoot at them with fireballs from a distance or attempt a Strike Attack.

FLAME ATTACK

The strength of a dragon's firepower is determined by the rest periods between each fireball. Pause to recharge between shots and the resulting fireballs will cause more damage.

RIP & TEAR ATTACK

Certain objects and enemies will require a Rip & Tear Attack. When prompted, move the Wireless Controller up and down rapidly to shred into the unlucky target.

STRIKE ATTACK

Lock-on to an adversary to launch a Strike Attack. Dragons with low health can be destroyed with a single Strike Attack, while stronger beasts will require an extended Strike Attack from both sides.

FIGHTING

Fighting is an important air combat manoeuvre, initiating a claw-to-claw battle sequence with an enemy dragon. Fighting can occur in two ways:

AUTOMATIC FIGHT

Lock-on to an enemy and attempt a Strike Attack. If the rival dragon is strong enough, the attack will automatically turn into a fight.

MANUAL FIGHT

Lock-on to an enemy and attempt a Strike Attack. Once the attack has begun, press the **△** button to enter into a fight.

FIGHT CONTROLS

L1 button / R1 button / L2 button / R2 button	Block
× button / ⦿ button	Claw
△ button	Bite
□ button	Flame

FIGHT COMBO ATTACKS

Dragon steeds can unleash a number of Fight Combo Attacks – which must first be unlocked by earning medals*. Once a Fight Combo Attack becomes available, it can be executed during a fight by pressing the correct sequence of buttons. Be sure to check the Pause Menu for all available Fight Combo Attacks!

*For more information, please refer to the "Medals" section outlined later in this manual.

GROUND ATTACKS

Dragons are just as deadly on the ground as in the air. To make a landing, get close to the ground and press the **L2** button and the **R2** button simultaneously. Once on the ground, press the **⬇** button once to shoot a fireball or press and hold the **⬇** button to create a stream of flame. Press the **⦿** button or move the Wireless Controller to the left and right to swipe at an enemy. Move the Wireless Controller down to execute a Stomp Attack.

FEEDING

A dragon can kill and feed on enemy ground troops to replenish its Health Meter. Press the **△** button once to bite an enemy and press and hold the **△** button to feed.

RAGE METER

Defeating enemies and destroying their weaponry will help to fill up the Rage Meter. Rage can be used in two ways:

RAGE MODE

When the Rage Meter fills up, press **↑** to activate Rage Mode and drastically slow enemies down. In Rage Mode, "Carnage" is accumulated when damage is caused. However, Rage Mode will also slowly deplete the Rage Meter and will deactivate when the Rage Meter is empty.

*For more information, please refer to the "Carnage" section outlined later in this manual.

RAGE VISION

Press and hold **↓** to activate Rage Vision and easily distinguish the enemy from fellow Sky Guards. Enemies are displayed in glowing red and Sky Guards in black and white. Tilt the Wireless Controller in any direction to look around – the ability to lock-on, strike and shoot fireballs will still be available.

CARNAGE

Anything killed or destroyed will generate Carnage. High Carnage levels will help to replenish the Rage Meter and also earn medals when a mission is complete. Carnage multipliers are determined by the type of attack used and are also possible within Rage Mode.

TAKEDOWNS



It will often become necessary to engage with enemy dragon riders in fierce hand-to-hand combat. When executing a Takedown, follow the on-screen button icons and Wireless Controller movements to successfully complete the attack. To initiate a Takedown, the Rage Meter must be full. A Takedown can be performed in two ways:

AUTOMATIC TAKEDOWN

Activate Rage Mode, lock-on to an enemy and initiate a Strike Attack. If the enemy dragon survives this initial strike, the attack will automatically turn into a Takedown.

MANUAL TAKEDOWN

Lock-on to a foe and press the **△** button to manually enter into a Takedown.

PROJECTILES



When in the air, dragons can grab ground-based enemies or objects with their talons and use them as projectiles or bombs. Press the **LT** button or the **RT** button to lock-on to and pick up a target. Press the **△** button to throw or drop an object. A white circle will be displayed on the ground, indicating the approximate position where the projectile will hit.

Tip: while airborne, pick up enemy ground troops and press and hold the **△** button to feed on them and replenish the Health Meter.

SKY GUARD ESSENTIALS

MISSION OBJECTIVES

The duties of a Sky Guard are extensive. Every mission carries a variety of objectives that must be fulfilled – from destroying army encampments and sinking hostile ships to protecting vital supply caravans. Press the **R3** button or the **□** button to review current mission objectives.

MISSION OBJECTIVE INDICATOR

The Mission Objective Indicator (MOI) is an arrowhead that helps locate a current objective. The MOI will constantly point in the direction of a mission objective and will change colour and size to indicate proximity to it. If the MOI is red or orange and has a narrow base, the goal is far away. If the MOI is yellow and has a wide base, the goal is nearby.

MORALE

Sometimes, the morale of Asyria's ground troops is the key factor of a mission. When it becomes necessary, the Morale Meter is displayed. Blue represents the Mokai and red represents the Asylians. By encouraging ground troops, defeating the enemy and fulfilling objectives, it is possible to influence morale – which, in turn, will improve Asyria's military determination and help to turn the tide of battle.

MEDALS

Medals are awarded after successful missions and their value is determined by performance in battle. There are bronze, silver, gold and platinum medals waiting to be won. Accumulate these medals in order to unlock essential Fight Combo Attacks, as well as additional content in the Extras area.

For PLAYSTATION®3 support, visit playstation.com or refer to the telephone list below:

Customer Service Numbers

Australia	1300 365 911* *(Calls charged at local rate.)	Malta	23 436300 Local rate.
Österreich	0820 44 45 40** **(0,115 Euro/Minute.)	Nederland	0495 574 817 Interlokale kosten.
Belgique/België/Belgien	011 516 406 Tarif appel local / Lokale kosten	New Zealand	09 415 2447 National Rate. 0900 97669*
Česká republika	222 864 111 Po - Pa 9:00 - 17:00 Sony Czech. Tarifováno dle platných telefonních sazeb. Pro další informace a případnou další pomoc kontaktujte prosím www.playstation.sony.cz nebo volejte telefonní číslo +420 222 864 111	Norge	81 55 09 70 0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com Man-fredag 15-21; Lør-søndag 12-15
Danmark	70 12 70 13 support@dk.playstation.com Man-fredag 18-21; Lør-søndag 18-21	Portugal	707 23 23 10** **Serviço de Atendimento ao Consumidor/ Serviço Técnico.
Suomi	0600 411 911 0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai - perjantai 15-21	España	902 102 102 Tarifa nacional
France	0820 31 32 33 prix d'un appel local - ouvert du lundi au samedi	Россия	+7 (095) 238-3632
Deutschland	01805 766 977** **(0,12 Euro/minute)	Sverige	08 587 822 25 support@se.playstation.com Mån-Fre 15-21, Lör-söndag 12-15
Ελλάδα	00 32 106 782 000** **Εθνική Χρεωση	Suisse/Schweiz/Svizzera	0848 84 00 85 Tarif appel national / Nationaler Tarif / Tariffa Nazionale
Ireland	0818 365065 All calls charged at national rate.	UK	08705 99 88 77 National rate. Calls may be recorded for training purposes
Italia	199 116 266 Lun/Ven 8:00 - 18:30 e Sab 8:00 - 13:00: 11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al minuto Telefoni cellulari secondo il piano tariffario prescelto		



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The background of the cover is a large, detailed illustration of Nathan Drake, the main character, seen from the chest up. He is wearing a brown leather vest with a "NIX" logo on the shoulder and a light-colored shirt. He is holding a large, old-fashioned rifle over his shoulder. The setting is a lush, green jungle with large ferns and trees. On the left side of the cover, there are three smaller, rectangular inset images showing different scenes from the game: the top one shows Drake in a white shirt and blue pants running through a jungle; the middle one shows Drake in a blue shirt and jeans fighting a large, green, ape-like creature; the bottom one shows Drake in a white shirt and blue pants climbing a large, mossy rock.

UNCHARTED

DRAKE'S FORTUNE™

COMING SOON

NAUGHTY DOG

eu.playstation.com/ps3

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